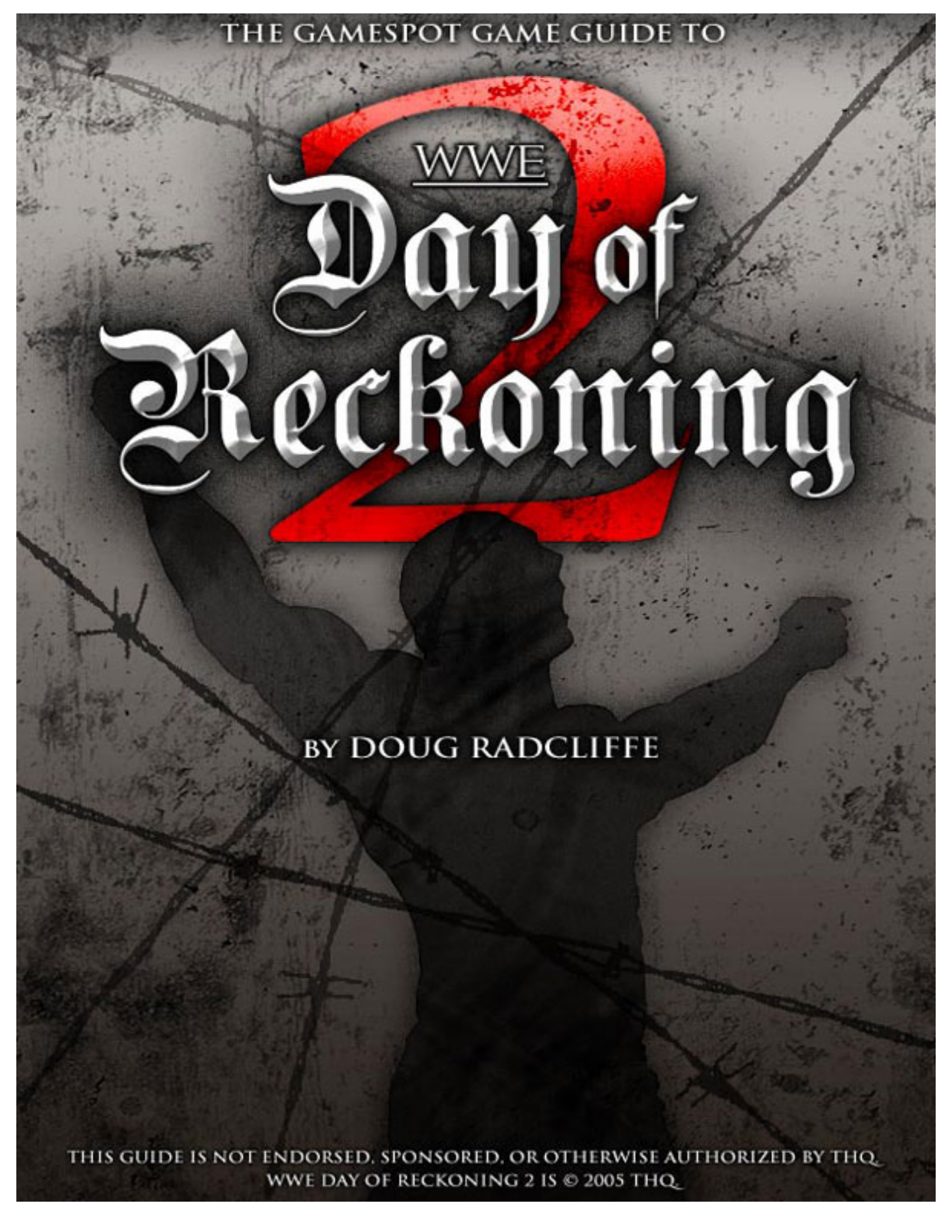


THE GAMESPOT GAME GUIDE TO

The background of the cover is a dark, textured grey with several strands of barbed wire crisscrossing it. In the center, there is a large, stylized red number '2' that appears to be dripping with blood. Overlaid on this '2' is the word 'WWE' in a small, white, sans-serif font with a horizontal line underneath. Below 'WWE', the words 'Day of Reckoning' are written in a large, white, gothic-style serif font. At the bottom of the cover, there is a dark silhouette of a muscular man in a triumphant pose, with his arms raised and one hand pointing forward. The overall tone is gritty and intense.

WWE Day of Reckoning

BY DOUG RADCLIFFE

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The World Heavyweight Championship belt has gone missing...and you're the number one suspect! THQ's Day of Reckoning 2 features an all-new story mode that picks up where the first game left off. Create your WWE persona and mold your wrestler into a grappler, brawler, or submission specialist. Compete on RAW and Smackdown! and WWE pay-per-views while fighting off rumors, enemies, and even a few friends.

Day of Reckoning 2 includes over 40 WWE superstars and legends, finishers and momentum shift, enhanced defense, and a new stamina system. This Gamespot game guide for Day of Reckoning 2 features:

- **Wrestler Stats:** This section compiles the statistics and special move for the WWE superstars available in Day of Reckoning 2.
- **Match Strategies:** Look here for strategies on winning specific match types.
- **Story Mode Tips:** This section provides tips for completing Day of Reckoning 2's story mode. You'll find strategies for creating and developing your wrestler, maximizing experience points, and completing tough matches like the four-way cage match!
- **WWE Shop:** This section reveals Day of Reckoning 2's Shop offerings and prices.
- **Secrets:** Check here for a list of unlockable legend superstars and arenas and how to obtain them.

Chapter 1 - Wrestler Stats

This section compiles the statistics and special moves for all WWE superstars available in Day of Reckoning 2. Note that the unlockable legend statistics are found in the "Secrets" section of this game guide. The unlockable legends aren't included in these tables.

WRESTLER	OVR	STR	SPD	DUR	CNT	CHR	SUB	SPECIAL MOVE
Batista	87	9.5	6	9	7.5	7	7	Batista Bomb
Big Show	82	10	3.5	7	7.5	7.5	7.5	Show Stopper
Booker T	83	7.5	7	8	6.5	7.5	7	Scissors Kick 01
Carlito	82	7.5	7.5	7	7	7.5	6.5	Neck Crank Rolling
Chavo Guerrero	80	6	8.5	7	6	7	7.5	Gorry Special Bomb
Chris Benoit	91	8	7	8	8.5	7	10	Crippler Crossface
Chris Jericho	86	7.5	7	7.5	7.5	8	8	Walls of Jericho
Chris Masters	75	7.5	6	6	6	5.5	8	Master Lock
Christian	83	6.5	7.5	7	7.5	8	7	Unprettier
Christy Hemme	56	3	6	3.5	4	7.5	3.5	Twist of Fate
Eddie Guerrero	90	7.5	7	8	8.5	8.5	8.5	Three Amigos
Edge	85	7.5	7	8	8	6.5	8	Edgecution
Eugene	81	7.5	6.5	6.5	7.5	8	6.5	Eugene Stunner

Heidenreich	73	8.5	5	6.5	6	6.5	5.5	Heidenreich Shoulder Buster
JBL	85	9	5.5	8.5	8	7	7	JBL Power Bomb
John Cena	91	8.5	7	8.5	8	9.5	7	F-U
Kane	83	9.5	5	8	7.5	7	7	Choke Slam from Hell
Kenzo Suzuki	70	6.5	6.5	6	6.5	5	5.5	Iron Claw STO
Kurt Angle	94	8	7	8	9.5	8	10	Angle Slam
Muhammad Hassan	83	7.5	7	7	7	7.5	8	Modified STO
Orlando Jordan	75	7	7.5	6.5	6.5	6	5.5	Shuffle Combination
Paul London	78	5	9.5	7	7	6.5	5.5	450 Splash
Randy Orton	86	8.5	7	8.5	7.5	7.5	6.5	RKO
Rene Dupree	81	7	7	7	8	7.5	6	Michinoku Driver
Rey Mysterio	85	6	10	8	8	8	5	619
Ric Flair	85	6.5	5	7	8.5	8.5	9.5	Nature Boy Figure 4
Rob Van Dam	86	7	9.5	8	8	7	6	Five Star Frog Splash
Shawn Michaels	89	7	8	8	8	8.5	8	Sweet Chin Music
Shelton Benjamin	86	7.5	7	7.5	8	7	8.5	T-Bone Suplex 01
Snitsky	71	8.5	4.5	6	6.5	5.5	5.5	Pump Handle Slam
Stacy Keibler	53	2.5	5.5	2.5	3.5	8	3.5	Full Swinging Slap
Tajiri	80	6.5	7.5	7	8	6	7	Buzzsaw Kick
The Hurricane	76	5.5	7.5	7	6	7.5	6	Vertebreaker
Torrie Wilson	56	3	6	3	4	8	3.5	Full Swinging Slap
Triple H	92	9	6	9	8.5	9	7.5	Pedigree
Trish Stratus	60	3.5	6.5	4	5	7	4	Stratusfaction
Undertaker	92	9.5	5.5	10	7.5	9	7.5	Tombstone Pile Driver
William Regal	78	6.5	5	6.5	8	7	7.5	Running Knee Attack

Strongest Wrestlers

This table reveals the strongest wrestlers sorted by strength rating. The strength rating determines the overall power of maneuvers.

WRESTLER	OVR	STRENGTH
Batista	87	9.5
Kane	83	9.5
Undertaker	92	9.5
JBL	85	9
Triple H	92	9
Heidenreich	73	8.5

John Cena	91	8.5
Randy Orton	86	8.5
Snitsky	71	8.5

Fastest Wrestlers

The following table shows the fastest wrestlers sorted by speed rating. Speed affects aerial move distance as well as how fast you can escape the cage in a cage match.

WRESTLER	OVR	SPEED
Rey Mysterio	85	10
Rob Van Dam	86	9.5
Paul London	78	9.5
Chavo Guerrero	80	8.5
Shawn Michaels	89	8
Carlito	82	7.5
Orlando Jordan	75	7.5
Christian	83	7.5
Tajiri	80	7.5
The Hurricane	76	7.5

Most Durable Wrestlers

The table below reveals the most durable wrestlers sorted by the durability rating. The durability rating determines your ability to sustain damage and also affects stamina.

WRESTLER	OVR	DURABILITY
Undertaker	92	10
Batista	87	9
Triple H	92	9
John Cena	91	8.5
Randy Orton	86	8.5
JBL	85	8.5

Best Counter Wrestlers

Here are the wrestlers most skilled at counter moves sorted by counter rating. The higher the wrestlers' counter rating, the greater the odds of countering an opponent's move.

WRESTLER	OVR	COUNTER
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Kurt Angle	94	9.5
Triple H	92	8.5
Chris Benoit	91	8.5
Eddie Guerrero	90	8.5
Ric Flair	85	8.5

Most Charismatic Wrestlers

The following table displays the most charismatic wrestlers sorted by charisma rating. Charisma determines how fast you gain the ability to pull off special moves.

WRESTLER	OVR	CHARISMA
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John Cena	91	9.5
Triple H	92	9
Undertaker	92	9
Eddie Guerrero	90	8.5
Ric Flair	85	8.5
Shawn Michaels	89	8.5

Submission Specialist Wrestlers

The following wrestlers are the most skilled with submission holds. The submission rating determines the duration and power of submission holds.

WRESTLER	OVR	SUBMISSION
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Kurt Angle	94	10
Chris Benoit	91	10
Ric Flair	85	9.5
Eddie Guerrero	90	8.5
Shelton Benjamin	86	8.5
Shawn Michaels	89	8
Chris Jericho	86	8
Muhammad Hassan	83	8
Edge	85	8
Chris Masters	75	8

Chapter 2: Match Strategies

This section provides general strategies for all matches as well as tips for specific match types. Story mode features a variety of different match types and situations. The strategies presented in this section can be applied to story mode as well as exhibition matches against the computer or your friends.

General Strategies

It's important to learn Day of Reckoning 2's counter and withstand system. During story mode, the computer-controlled opponent can and will string together several devastating grapples or strikes and if you don't counter or withstand some of those blows, the match could be over before it even got started. The shoulder buttons perform counters and withstands.

Withstand a move by holding the "L" button down to block a grapple and the "R" button to block a strike. Your wrestler will block the move but won't be set up perfectly to reverse the move (the blocking animation is a bit long). Tapping the shoulder buttons counter a grapple or strike. For instance, tap the "R" button when your opponent punches and your wrestler will block it and be set up for a reversal. You can move in for a grapple or unleash your own series of strikes.

Mix up your moves and remain unpredictable. Perform strikes then go for a grapple. There are also light and heavy grapples (hold down the button for a heavy grapple). Strike your opponent when he's on the mat or stand him up and go for a heavy grapple. Or Irish Whip your opponent into the turnbuckle. Avoid going for the same move every single time or you will be countered.

Watching Spirit



Damage a specific body part and forcing your opponent to submit becomes easier.

Both damage and spirit play a part in how you're doing in the match. Even if you have sustained damage, if your spirit meter is high (red is highest, blue is lowest) then you still recover from moves faster than if you were less damaged but had a low spirit. The best time to go for a pin is when you have high spirit and your opponent has low spirit. Even if it's early in the match and you haven't dished out significant damage. A wrestler's finishing moves are a fast way to raise your spirit and lower your opponent's.

The momentum shift is back in Day of Reckoning 2. The momentum shift is the lowest point of the spirit meter. When the meter reads "Danger" you have a chance to shift match momentum by pressing "A" and "B" together near your opponent. The momentum shift can be used one time per match and it completely reverses the two spirits. Now you have the upper hand! Be aggressive after the momentum shift. Follow it up with a finisher and go for the pin.

Focus your damaging moves on a specific body part, such as the head, arms, or legs. This is especially important if you've selected a wrestler with a high submission rating or you have created a wrestler and spent a lot of experience points in the submission and mat technique attributes. Inflicting high damage to a body part and then performing a submission hold on that body part will yield faster and easier submissions.

Watching Stamina



Weapon strikes drain a lot of stamina. Don't get winded or it can be tough to recover.

Recover stamina by simply not performing moves. This is counterproductive to winning matches, though. Another way is to use the "Rest Hold" option during submission moves. Activate a submission hold and select "Rest Hold" to regenerate stamina. Keep in mind an opponent may realize you are low on stamina and select "Rest Hold" as well and break the move up easily.

Watch your wrestler's stamina. Using a lot of strikes or successive moves can drain your stamina. If your stamina gets too low, your wrestler becomes winded and will be extremely vulnerable to attacks. You won't be able to counter or even run away from an aggressive opponent until you've regained stamina. If your opponent maintains that aggressive you may never recover until you're pinned and the match is over.

Make your strikes count so if you are draining stamina you are at least inflicting damage. Be careful during hardcore or no-disqualification matches. Swinging weapons drains a lot of stamina. You can drain your opponent's stamina by using Irish Whips and forcing your opponent to run around the ring.

The momentum shift is back in Day of Reckoning 2. The momentum shift is the lowest point of the spirit meter. When the meter reads "Danger" you have a chance to shift match momentum by pressing "A" and "B" together near your opponent. The momentum shift can be used one time per match and it completely reverses the two spirits. Now you have the upper hand! Be aggressive after the momentum shift. Follow it up with a finisher and go for the pin.

Winning the Match



Activate the special taunt to gain access to your wrestler's finishing moves.

Focus your damaging moves on a specific body part, such as the head, arms, or legs. This is especially important if you've selected a wrestler with a high submission rating or you have created a wrestler and spent a lot of experience points in the submission and mat technique attributes. Inflicting high damage to a body part and then performing a submission hold on that body part will yield faster and easier submissions.

Raise your adrenaline meter, which provides the use of the special state which provides access to the finishing moves, by executing successful strikes and grapples, successful counters, and from using your taunts. You can also gain adrenaline from kicking out of pins, so avoid going for the pin constantly. Each time your opponent kicks out, he could gain some adrenaline putting him closer to a special state and his finishing moves.

When you accumulate enough adrenaline, you receive a special taunt which can be used when desired. You must activate the special taunt to gain access to your wrestler's special move (otherwise known as a finishing move). You could even save up three special taunts and use them back to back to back.

During the special taunt, you can perform your finishing move multiple times. Hitting repeated special moves is certainly a good way to finish off an opponent or to completely turn the tide of the spirit meters. For a created wrestler, consider modifying your move set to include finishers with fast animation so it's easier to pull off multiple finishing moves during the special taunt.

Tag Team

A standard tag team match is a two-on-two battle. Each side has one legal man and one man standing on the apron that must be "tagged" in to become the legal man. Only the legal man may score a pin fall or submission against the opposing team. One variation of the tag team match is the "tornado tag" where all competitors are in the ring at the same time; essentially everyone is the legal man.

Utilizing your partner is the key to winning a tag team match. You can send "orders" to your partner during the match by pressing the "Z" button and pushing the "D-Pad" in a specific direction. Press "Z" and "Left" to order your tag team partner to attack the non-legal opponent. This is important when you're going for a special move or a pin. Your tag team partner can intercept the non-legal opponent to free you up for the special move and pin fall. If not the non-legal opponent could disrupt your special move or the pin.



Order your partner to help break up a pin when you're in trouble.

Also use the "Z" button plus "Down" to cause your partner to stand near you and help pull off a double team maneuver. Use "Z" button and "Up" to order your partner to attack your opponent. Use this when your opponent has readied a special move, is going for the pin, or has you in a submission hold.

When going for a pin, order your partner in to intercept the other team's non-legal man. Also, you can target the other team's non-legal man and strike him off the apron. While he's

momentarily down, perform a finisher on the legal man then go for the pin...which should go uninterrupted.

Hardcore and No-Disqualification

Weapons are strewn around the ring in a hardcore match. Plus you can grab more from underneath the ring. Weapons inflict good damage and lower your opponent's spirit but they're also a heavy drain on your stamina. Watch your stamina each time you swing a weapon (whether you connect or not). If you plan to utilize a lot of weapon swings, you must "Rest Hold" during submission moves to regain stamina. Don't allow your stamina to get too low. If you're winded, your opponent will capitalize.

Tables and Ladders



Incapacitate your opponent then get ready to climb the ladder!

The goal in a table match is to slam your opponent through a table. It's wise to ensure your wrestler has a quick body slam maneuver against a front or rear grapple so you can quickly go for the win while standing on the table next to your opponent. Here's how it works: stand the table on its legs, toss your opponent onto the table (you can use an Irish whip, for instance), and then perform a grapple move that drops or slams your opponent through the table.

A ladder match is similar except there are only ladders in play. Likewise, the ladder can be used as a weapon as well as the means to grab the belt hanging above the ring.

A tables, ladders, and chairs match is ladder match but with the addition of tables and chairs to use as weapons. Like a hardcore match, be careful swinging a weapon too many times. Using weaponry drains stamina very quickly. But weapon strikes can keep your opponent on the mat for long enough to set up the ladder and go for the win.

In the TLC and ladder matches, the challenge is getting up the ladder and reaching for the belt before a member of the opposing team knocks you off. Likewise, as soon as you see an opponent climbing the ladder, forget what you're doing and get to the ladder and strike the ladder and knock your opponent off. Set up the ladder in as close to the rings center as possible. The belt hanging above does sway back and forth so you can certainly be off to the left or right and still reach the belt.

Triple Threat and Fatal Four-Way

It's every man for himself in a triple threat or fatal four way match; in a triple threat it's three wrestlers and a fatal four way is four wrestlers. This can be a challenging match because even if you concentrate all your energy on one wrestler to set him up for the pin, you could get knocked down and that third or fourth guy could take advantage of your hard work and score an easy victory.

If you try for a pin, opponents will often break it up to prevent your win. So it's important to incapacitate as many opponents as possible to secure a victory. Fast special moves are ideal for triple threat and fatal four-way matches. You can pull off multiple specials while in your special taunt mode. Unleash a finisher on multiple opponents before going for the pin. The longer both opponents are on the mat, the better.

Even though it's a free-for-all, it's certainly possible to temporarily work together with one of your "opponents" by using double-team maneuvers on a third or fourth competitor. Just be ready to block the punch of that wrestler you just assisted! Keep an eye on the other competitors and be ready to strike any opponent attempting to go for a pin or, in some occasions, a finishing move.

Cage and Hell in a Cell



Your speed rating affects how fast you can escape the cage.

The steel cage matches in the story mode are win by escape only. Your wrestler's speed attribute affects how fast you can escape the cage. When you reach the top, press the "A" button repeatedly and rotate the control stick to climb over the top of the cage and drop down the opposite side. The rate at which you can escape the cage is also affected by your spirit and stamina levels. So go for the escape when your spirit is high (near red) as well as your stamina.

The main difficulty is inflicting enough damage on your opponent to provide the time necessary to escape the cage. Your opponent needs to remain on the mat a good seven or more seconds to provide enough time to escape the cage (though it could vary depending on your spirit and stamina level). Obviously the best time to escape the cage is when your opponent's spirit is low, ideally after a finisher or two.

A Hell in the Cell match is also inside a cage but it's win by pin or submit not escape. In fact, there's a top to the cell. It's possible to break the cell walls by Irish whipping your opponent into the cell. You can get outside the cell and climb to the top and battle your opponent on top.

Last Man Standing

Defeat your opponent in a last man standing match by scoring a knockout. Check the move sets to discover particular knockout moves (such as a DDT) and add them to your wrestler. Most finishers can cause a knockout. After inflicting a knockout move, your opponent will stagger and try to stand while the ref starts a ten count. It's now like a submission hold; you must rapidly press the "A" button to avoid being knocked out. If the meter isn't stopped in time, the match is

over.

Royal Rumble

A Royal Rumble consists of 30 WWE superstars. The superstars enter the ring in a pre-determined order. The object is to be the last man standing in the ring. To eliminate a superstar, you must throw them over the rope and knock them out of the ring. After a certain amount of time, another superstar will enter the ring. It's a huge free-for-all, though double teams are certainly part of the strategy. There's certainly a random "luck" element to winning a Royal Rumble. If you're in the wrong spot at the wrong time, you're out of the ring.

The easiest way to throw someone out of the ring is to Irish Whip them close to the ropes. You can also running strike them out of the ring. Change a finisher to a "Spear" and nail a superstar near the ropes. When a superstar flips over the rope, use the strike button to repeatedly strike the superstar until he falls out of the ring. If you see a computer-controlled superstar striking at another hanging on the ropes, help him out! Brief alliances are part of the game. Once that one superstar is out, Irish Whip the one you were just helping! Alliance over!

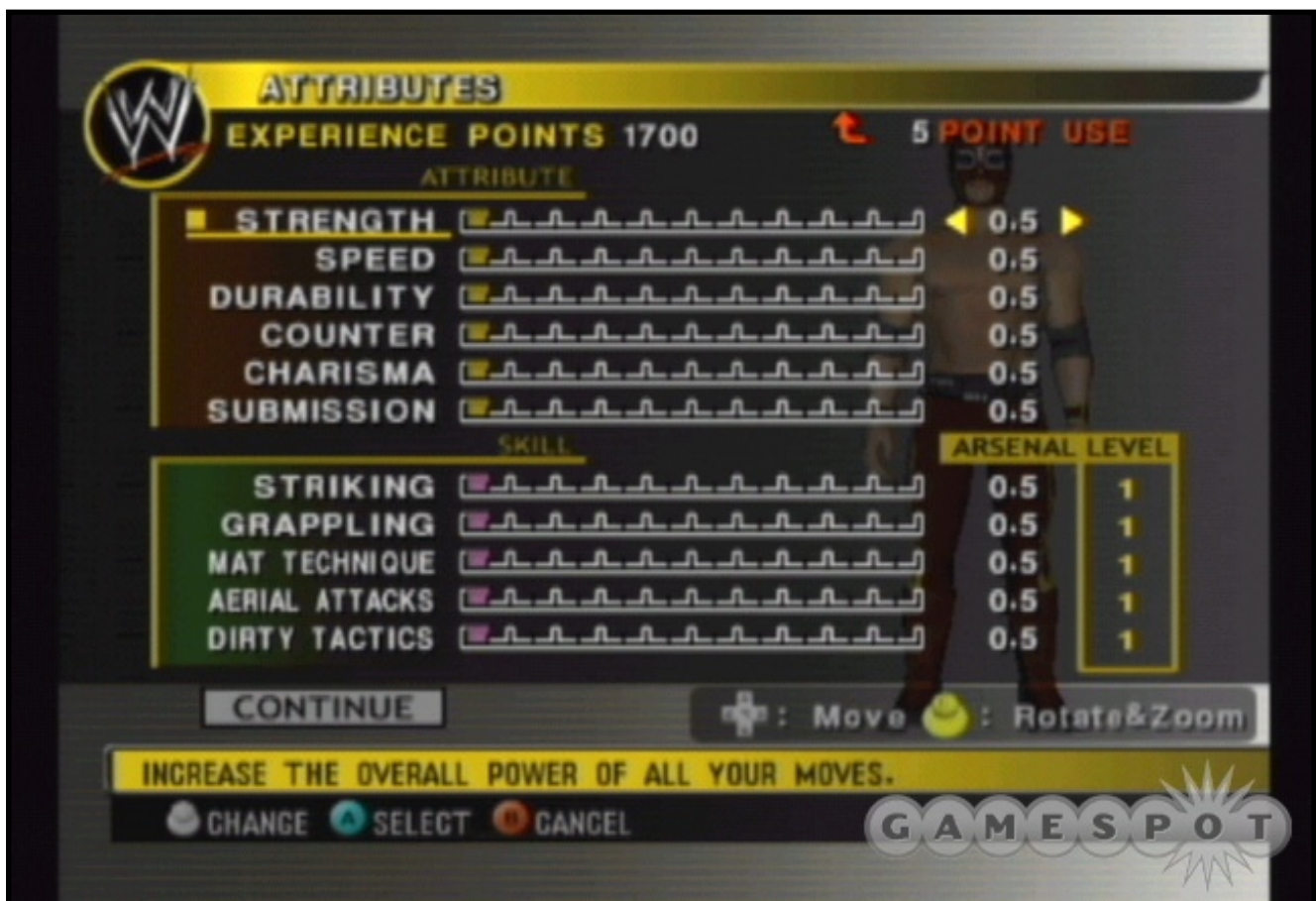
Don't hesitate to stand around and watch other superstars fight and toss each other out of the ring. Be careful standing near the ropes unless you're in control; it's rather easy for a superstar to Irish Whip you over the ropes. If a couple superstars start striking you on the ropes you will have a nearly impossible time getting back in the ring.

Chapter 3: Story Mode Tips

Day of Reckoning 2's story mode picks up right where the first game left off. You won the World Heavyweight Championship and overcame the members of Evolution to do so. But the title returned to Triple H and during a championship match against Chris Jericho, both seemed to win simultaneously (Triple H with a pin but he also tapped out!). Eric Bischoff decides to hold a tournament to determine the next champion.

Creating your Superstar

After customizing the look, size, and costume of your new WWE superstar, you must decide how to spend experience points on the wrestler's attributes. There are six primary characteristics and five additional skills to focus your wrestler's abilities and move set.



Spend experience points wisely to create the most formidable wrestler possible.

- **Strength:** Determines the overall power of your moves. The higher your wrestler's strength, the more damage inflicted by each strike or grapple maneuver. Obviously an important attribute for any wrestler. If you can't inflict decent damage against your opponent, it will be tougher to defeat the more skilled adversaries.
- **Speed:** Determines speed and jumping distance. This rating also determines how quickly you can escape from a cage in a cage match. Even if you're loading up for a power wrestler (high strength, durability) don't neglect speed. There are a few cage matches in story mode and if you never increase your speed rating, it will be much harder to escape the cage and win those matches. You don't need to raise this as fast as other attributes but don't neglect it.
- **Durability:** Determines the ability to take damage and affects stamina. You definitely want to increase this attribute early and often. If you can't take damage you won't last long. If you're hurt early in the match because durability is low, your wrestler stays down longer and your opponent can string together move after move. The result compounds the problem and you're forced to play catch up.
- **Counter:** Determines the ability to counter attacks. Timing and pulling off counters is very important because the tougher WWE superstars can pull off move after move and if you don't counter them, it won't take long before your spirit is low and body parts have been significantly damaged.
- **Charisma:** A charismatic wrestler could be a face (good guy) or a heel (bad guy). He's got microphone skills, a crowd favorite, or even a wrestler the crowd loves to hate. Charisma determines the rate at which you gain the ability to pull off special moves. Your wrestler's special moves are the fastest way to lower an opponent's spirit, which leaves

your opponent vulnerable to a pinfall.

- **Submission:** Determines the duration and power of submission holds. Focus experience points into this attribute early if you plan to utilize submission holds-it's basically as simple as that. There is a submission match late in story mode. By the time you reach Survivor Series or Armageddon pay-per-views, start increasing your submission rating if it isn't already so you're more prepared for the story mode submission match.
- **Striking:** Determines striking power and arsenal. If you prefer striking moves, increase this to increase their damage. Also the higher the rating, the more striking moves you unlock and can add to your wrestler's arsenal. This is tied primarily to the strength rating.
- **Grappling:** Determines grappling power and arsenal. If you prefer grappling moves, increase this rating to increase damage. The higher the rating, the more grappling moves you unlock and can add to your wrestler's arsenal. This rating is tied primarily to strength.
- **Mat Technique:** Determines submission move power and arsenal. Add points to this rating if you prefer submission holds. The higher the rating, the more holds you unlock and can add to your wrestler's arsenal. This rating is tied primarily to submission.
- **Aerial Attacks:** Determines aerial attack move power and arsenal. If you're a flier like Rey Mysterio, add points to this rating to unlock more aerial moves to your wrestler's arsenal. This rating is tied primarily to speed.
- **Dirty Tactics:** Determines dirty move power and arsenal. No one ever said wrestling was fair. If you want to play the part of a heel, add points to this to increase dirty move power and unlock new moves for your wrestler's arsenal. This is a fairly specialized attribute. In terms of making the story mode easier, it's better to focus experience elsewhere.

Leveling all of these attributes requires experience points, which you'll gain throughout story mode. As you increase levels, the required number of experience points also increases. The chart below reveals how much experience points are required to reach each level.

VALUE EXPERIENCE REQUIRED

0.5 to 2.5	5 points
3.0 to 5.0	10 points
5.5 to 7.5	15 points
8.0 to 9.5	20 points
10.0	25 points

The chart below reveals the value required to unlock each level of the skill ratings (striking, grappling, mat technique, aerial attacks, dirty tactics).

VALUE SKILL LEVEL

0.5 to 1.5	Level 1
2.0 to 3.5	Level 2
4.0 to 5.5	Level 3
6.0 to 7.5	Level 4
8.0 to 10.0	Level 5

Take time to customize your move set and continue to do so throughout story mode. There are times when you want to unleash fast finishing moves (which will be explained in the appropriate matches) or to add additional submission moves or finishers. Also as you increase skills, new moves--new more powerful moves--become available.

How many experience points you earn from matches is determined on how well you do in the match. Completely obliterating your opponent isn't the optimum way to gain experience. It would seem so but it actually isn't. One of the determining factors is how hurt you were upon winning the match. A longer match where you have sustained damage actually factors in to your experience points. Also, how you win the match has a factor. Unleash a special then go for the pin to earn more points than simply scoring a pin after a standard move.

How many specials moves acquired during the match also plays a part. Accumulate several specials to earn the highest possible points. Crowd excitement plays a role in the post-match evaluations. Watch the crowd during the match. Get them on their feet with exciting moves and counters or some near pin falls. Your stamina level can affect how much experience points you earn. Basically an exciting match with a lot of back-and-forth action (and a good comeback doesn't hurt) earns more experience than a complete domination.

Story Mode Walkthrough

The story mode takes place over the course of a year. You'll participate in RAW and Smackdown! televised shows as well as WWE pay-per-view events. There are a few branches in the storyline but you'll end up at the same destination. This section provides tips for story mode's most difficult matches. This guide doesn't cover every single match but focuses on different match types and specific hard sequences.

Major Problem and Coming in Second

The story mode begins with you complaining to Stacy Keibler about the current WWE situation. It turns out you and Stacy are an item! This first match in story mode is a standard singles match, normal rules versus a former member of Evolution, Randy Orton. The second is against Chris Jericho.

Standard single matches play out in a similar fashion. Don't eliminate the opponent as quickly as possible. Maintain the upper hand and don't worry about sustaining some damage. Get the crowd involved with taunts and some high flying moves. Obtain multiple specials and pin your opponent after unleashing a special.

The Highlight Reel

You defeated Chris Jericho in the tournament's semi-final match and now appear on his in-ring show the Highlight Reel. Triple H entrance music plays; Ric Flair and Triple H approach the ring in their finest suits. After some grandstanding by the 10-time world champion Triple H, the four

competitors in the ring agree to a tag team match. It's essentially a warm-up for Wrestlemania.

This is the first tag team match: You and Chris Jericho against Triple H and Ric Flair. Your opponents are some of the strongest wrestlers in the game, especially Triple H. This is a difficult match, especially since your character hasn't gained much experience so your attributes and skills are fairly low.



The Ric Flair and Triple H combination is a tough two-some. But the match is winnable.

One of the most important things to remember during a tag team match is to utilize your partner. Not only to tag him in when you need a breather but even while you're the legal man. Use the "Z" button and the "D-Pad" to send commands to your tag team partner. Press "Z" and "Left" to order your tag team partner to attack the non-legal opponent. This is important when you're going for a special move or a pin. Your tag team partner can intercept the non-legal opponent to free you up for the special move and pin fall. If not the non-legal opponent could disrupt your special move or the pin.

Also use the "Z" button plus "Down" to cause your partner to stand near you and help pull off a double team maneuver. Use "Z" button and "Up" to order your partner to attack your opponent. Use this when your opponent has readied a special move, is going for the pin, or has you in a submission hold.

Another method would be to punch the non-legal man while he stands on the apron before going for the special move or pin against the legal man. After knocking down the legal man,

switch targets to the non-legal opponent and punch him off the apron. Return to the legal man and either try for the pin or pick him up and unleash another special.

It's still difficult to maintain the upper hand on Flair and Triple H. Tag Jericho if your spirit is low or you're taking a lot of punishment. Order your partner to assist frequently to get your opponent on the mat so you can pull off a series of moves. Fortunately this is one of the few matches that you don't have to win. Even if you lose the story mode continues.

Shut Your Mouth

At Wrestlemania, the World Heavyweight Championship belt is stolen. This sets the main storyline in motion that will carry through the rest of the single-player game. More and more WWE superstars begin to question your alibi. Many consider you a prime suspect in the theft. After Wrestlemania you battle Muhammad Hassan in a singles match then follow it up against Edge in a hardcore match.

Triple H begins by trashing you on the microphone (what else is new?). He's trying to convince everyone you were responsible for the missing belt. Stacy Keibler walks onto the ramp to defend your honor. She proclaims you couldn't have stolen the belt because you were with her all night. Edge then shows up and starts insulting Stacy. You won't stand for it and challenge Edge to a hardcore match.

The hardcore match plays out similar to a singles match except there are weapons involved. Several begin inside the ring and you can always grab another from underneath the squared circle. The most important thing to remember is how much swinging weapons drains stamina. Don't overuse the weaponry or you will find yourself out of breath and vulnerable to opponent's maneuvers.

After weapon strikes drain stamina, use a submission hold and select "Rest Hold" to recuperate some of the lost stamina. Make every weapon shot count because even missed strikes drain stamina. Once you start inflicting head damage, begin performing submission holds that work the neck. Soon Edge won't be able to get up quickly and you can pull off a series of uninterrupted moves.

If Edge approaches with a weapon, wait until he's just enters striking range and attack. You could also try a running strike. You can also hit the "R" button to counter the strike if he's close enough. Weapons won't last forever. A chair breaks down after several strikes and a cane snaps in half. You'll have to pick up another weapon or go outside the ring and grab one from underneath the mat.

Use the experience gained from this match to increase the speed attribute slightly because you have a cage match coming up against Triple H.

A Kiss for Luck

After crushing Edge you battle Ric Flair and Triple H again in a tag team match. You're able to choose your partner--Randy Orton or Chris Jericho. It plays out similar to the first battle against these two. Use standard tag team match tactics to complete the match.

You've reached the Backlash pay-per-view. You battle Triple H in a cage match. The only way to win is to escape the cage. Your speed attribute plays a role in how fast you can escape the cage so hopefully you've increased it to this point; however, since there's only one opponent, you should be able to keep Triple H down long enough to escape the cage.

Before the match it's wise to modify your character's move set to use faster special maneuvers. The faster the move, the higher the chance you can unleash two (or even more) before special mode ends.



Get Triple H's spirit into the blue and yours into the red for an optimum moment to escape the cage.

But it won't be easy. This isn't a quick match. You'll have to work Triple H over pretty good before he'll stand on the mat long enough for you to escape. Build your special move meter until you have accumulated one-and-a-half to two specials. This way you can unleash a series of specials to drain Triple H's spirit into the blue and to get your own spirit as high as possible.

It's also important to maintain high stamina. It seems that the higher your stamina, the easier it is to escape the cage. If you're extremely low on stamina, you may not even be able to get out. High spirit also plays a roll so it's important to knock Triple H down with a few specials to raise your spirit and lower his as much as possible before trying to escape. You probably don't need

to even bother trying to escape if Triple H's spirit is high (meaning he'll get up faster) or your spirit is low.

After demoralizing Triple H and getting him on the mat for a long time, climb the cage. At the top, wildly press the "A" button as fast as possible. Also, rotate the control stick; it seems to increase escape speed. If you need to raise stamina, don't climb the cage. Instead put Triple H into a submission hold and use the "Rest Hold" option. Hopefully you've saved up some more special moves because you can knock him back down with another after resting.

Escaping the cage and winning the match against Triple H unlocks the Backlash arena.

First Blood

After defeating Triple H you're given the option to fight for the Intercontinental title or to finish off your feud against Edge. In the Edge option, you eventually battle him in a first blood match (there are a few singles matches and tag team matches along the way that play out like normal battles). In this branch, the First Blood match takes place at the Vengeance pay-per-view.

In a first blood match, the first wrestler to bleed loses the match. The fight is immediately over as soon as someone gets gashed. Weapons are fair play so grab one from underneath the ring. A weapon shot to the head is a good bet to cause first blood (though it may take several blows). Like the hardcore match, be careful with excessive weapon usage. Make every blow count and mix in "Rest Holds" during submission moves to regain your stamina. Don't get winded or Edge can take control of the match. Also consider modifying your wrestler's move set to include more moves that can create open wounds.

Complete this match to unlock the Vengeance arena. After Vengeance, begin to spend experience points to increase your speed attribute to help in an upcoming, and quite difficult, steel cage match.

News Good and Bad

You battle Kane then Shawn Michaels in a couple singles matches. Plans are to set up a four-way cage match for the Intercontinental Title at the upcoming Summerslam pay-per-view. But for now, Bischoff sets up a tornado tag match: you and Shawn Michaels versus Kane and Christian.

In a tornado tag match all team members are in the ring simultaneously. You won't tag a partner in and out of the match. Everyone is essentially legal and any of the participants can be pinned at any time. Your opponents are two very different beasts in this match. Kane is a monster while Christian is the much weaker adversary. Concentrate primarily on Christian and you should be able to gain the upper hand quickly. Monitor Shawn's battle against Kane and help as needed, especially if Kane has just activated his special mode.

You'll need to break up pins as well as special move animation. While pummeling Christian,

check Shawn Michaels' spirit level and how their "battle" is commencing. If Shawn is working Kane over, help out against a weaker Kane especially if you can pull off a special move.

Holla Holla Holla!

This is without a doubt the most challenging--okay, let's be honest, it's the most frustrating--match in the game. It's even perhaps the most challenging, uh frustrating, match in wrestling video game history. You've reached the Summerslam pay-per-view and as promised it's a four-way escape-only steel cage match between you, Shawn Michaels, Kane, and Christian.

There are several reasons why this match is so difficult. First off, you must win the match in under 30 minutes. It seems like a long time but you will soon discover that it isn't much time at all. Secondly, your opponent's really don't fight each other very well. Instead, they are almost single-mindedly focused on making sure you do not escape the cage. As soon as you begin climbing the steel cage, an opponent charges the ropes to send you back down onto the mat.

What this means is you'll have to get all three opponent's on the ground (or in long wrestling move animations) before you can successfully get out of that cage.

Before the match, modify your wrestler's move set to include at least one fast special move (Stone Cold Steve Austin's Stone Cold Stunner is a good choice). Also, a running strike special move (such as a Spear or Gore) is also a nice additional. Finally, consider the Cat Throw as another. You grab an opponent by the hair, swing him around in a circle, and toss him onto the mat. The thought is that special move might knock your other opponent's to the mat.

When the match starts, getting out of the cage is the least of your concerns. You must war down opponents significantly so they'll remain on the mat for as long as possible. Allow the other wrestlers to fight (when they actually do) and avoid interrupting them. Keep working one part of an opponent's body with specific moves or holds to wear them down as fast as possible.



The steel cage four-way is one of the most challenging...or frustrating...matches in the game.

Don't even bother trying to escape if your opponent's aren't on the mat or not engaged in a long wrestling move animation. It's very easy for your opponent to knock you off the cage. They just run into the rope and you fall back down! Just wear all opponent's down. Christian is the weakest so focus on him since you should be able to take control more easily against him than Kane or Shawn Michaels (both rated much higher).

Like the previous cage match, it's important to keep your stamina high so utilize "Rest Hold" during submission moves. You want your stamina to be high when attempting to escape the cage. Also, use special moves to elevate your spirit ideally into the red. The higher your spirit, the higher you seem to escape from the cage. When the time comes you must press the "A" button as fast as possible; also, rotating the control stick seems to also help escape the cage fast.

So once you have worn down your opponent's significantly look to unleash special moves to knock your opponents on the mat for as long as possible. An ideal situation would be to spot when one of your opponent's is performing a special move on another opponent. When this happens, perform a finisher on the third opponent then hit another finisher on the opponent who just knocked that other opponent with a finisher! That's why fast finishers are easier for this mission.

Knocking down your opponent's one at a time with standard moves likely won't do the trick. As you knock the third guy down the first guy is probably getting back up. You need around 10-15 seconds to get up and out of the cage. It's going to take finishing moves and some very weak

opponents.

One way to make the match easier if you don't mind a little...ahem...cheating is to modify the move sets of your three opponents. Changes you make to their move sets are actually retained during story mode. Use cash accumulated during story mode to purchase the move template of one of the female wrestlers, such as Stacy Keibler. Go into create a superstar and select customize. Choose Shawn Michaels, Kane, and Christian and switch their template to Stacy Keibler or another female wrestler.

Now this doesn't seem to make them any weaker (their stats are the same) but at least their maneuvers are, in general, less damaging. Plus they walk around funny! In all seriousness, this method obviously affects the balance of the game difficulty and should only be used as a last resort. However, many will find this mission so irritating that any advantage will be welcome. Even if it means making Kane shake his booty.

You must win this match to continue in story mode. Scoring a victory unlocks the Summerslam arena and also unlocks the basic value of experience points which can be used with create a superstar to 800.

Open for Business 24/7

After Summerslam you're given the choice to face Batista or Muhammad Hassan at the upcoming Unforgiven pay-per-view. In between you must control Stacy in a match against Trish Stratus. If Stacy can beat Trish in a bra and panties match, Stacy will earn a Women's Championship match at the Unforgiven pay-per-view.

The aptly named bra and panties match is straightforward. You win by stripping the shirt and skirt off your opponent--get Trish down to her bra and panties to win the match. Pulling off clothes works like a submission hold. While frantically tugging at clothes, press the "A" button to either rip the clothing off or watch as Trish escapes from the maneuver.

Like a submission match the initial stages is about wearing your opponent down (and by wearing, we don't mean wearing clothes). Conduct the match like a singles match and gain special moves and high spirit. Don't rush to start yanking a shirt off. You must weaken Trish's body and spirit before you'll be able to succeed in pulling off clothes. Stacy's "slap" special move is fairly quick. Try and pull off at least two while special mode is active. Right after completing the moves, go for the clothes pull when Trish's spirit should be near its lowest.

Sad Goodbyes

There's no match as part of this segment but it's a big turning point in the story mode. You reach the Unforgiven pay-per-view. You have a match against either Batista or Muhammad Hassan in an Intercontinental Title defense and Stacy has a championship match against Trish Stratus.

However, before the matches you go searching for the missing title belt (Bischoff received a picture of it! Like a ransom!). During the search, Randy Orton and Edge jump you...and Chris Jericho joins in! You return to the locker room after the beating. But you've missed Stacy's match...and she lost...and missed your own match. You're suspended and stripped of your title.

Reach this point in the story mode to unlock The Rock legend wrestler as well as the Unforgiven arena.

New Tag Partner

You begin a new career on the Smackdown! brand and start in a very important match. With Rey Mysterio out, you've been chosen to battle alongside Rob Van Dam in defense of the tag team titles. It's the No Mercy pay-per-view event. It's a standard tag team match against Kenzo Suzuki and Rene Dupree.

Complete the match as you would other tag team matches. Make sure you order Rob Van Dam to assist (or order your character if you're controlling Rob Van Dam) to intercept the non-legal opponent during special move and pin attempts. Also, order your partner to assist when you're being pinned, held in a submission hold, or if your opponent is preparing a special move.

Win the match and you unlock the No Mercy arena as well as increasing the basic value of experience points in create a wrestler mode to 1,100.

Cheese-eater



Although it's a free-for-all, your opponents may focus more attention on you.

During the previous match, a tag team battle against Eddie Guerrero and Booker T, the lights went out as you were going for the pin. When illumination is restored, it appears as if you cheated to win the match. The tag titles will be put on the line at the upcoming Survivor Series pay-per-view event. For now, Theodore Long sets up a triple threat match. It's you versus Rene Dupree and Eddie Guerrero.

It's every man for himself in a triple threat match; all three wrestlers are in the ring at the same time. This can be a challenging match because even if you concentrate all your energy on one wrestler to set him up for the pin, you could get knocked down and that third guy could take advantage of your hard work and score an easy victory.

If you try for a pin, the third guy will break it up to prevent your win. So it's important to incapacitate both opponents so you can secure a victory. It's matches like these where fast specials are better. If possible, unleash a finisher on both opponents before going for the pin. The longer both opponents are on the mat, the better.

After the match, Booker T and Eddie Guerrero beat you down and Rob Van Dam comes to save you. The next sequence allows you to choose to battle Eddie Guerrero in a singles match, submission match, or cage match. Typical strategies follow.

This conversation is over!

You reach Survivor Series and you must defeat the tag team titles against Booker T and Eddie

Guerrero. Before the match, you discover that Bischoff isn't receptive to your trade proposal: send Stacy to Smackdown! But a more intriguing proposal is set. Given the still missing RAW title, perhaps allowing a RAW superstar to compete for the WWE Championship, which is the Smackdown! heavyweight title.

The match is you and Rob Van Dam against Booker T and Eddie Guerrero. It's a standard tag team match and plays out like the previous battles. Order your partner to assist against the legal and non-legal opponent. As you go for the win, Rey Mysterio (Rob Van Dam's ex-partner) ambushes you in the ring and helps Eddie Guerrero get the pin and the win. Completing this story mode sequence unlocks the Survivor Series arena.

The Big Show Benefit Plan

After Survivor Series you're given a choice to pursue the tag titles again or go for the U.S. title. The massive Big Show is the U.S. title holder and as you go down that branch of the storyline you'll have to face a few of his challenges in order to get a match with the current champ. The first is a non-disqualification match against Heidenreich. This is like a normal singles match but anything goes--like a hardcore match you can utilize weapons.

Then you're up against both Heidenreich and Orlando Jordan in a handicap tables match. In a handicap match, it's two against one. In this scenario, Heidenreich and Orlando Jordan are essentially a tag team while you are on your own. To win a table match, you must get your opponent onto the table and then use your opponent to break the table (for instance, body slamming your opponent into the table).

Before the match adjust your move set as necessary so you have a body slam as a front and rear grapple. You want to make it quick and easy once you're up on the table. You certainly don't want to accidentally pull off a submission move on the table when you're that close to tasting victory.



Win the table match by slamming an opponent through the table.

The table can be used as a weapon. Swinging it drains a lot of stamina so do so sparingly and if you do use the table as a weapon, perform some "Rest Hold" during submission moves to regain stamina. If a table breaks, you can grab another from underneath the ring.

A solid way to conclude the match would be to get your opponent weak from finishers then set the table up in what would be your opponent's Irish Whip path. Then grab your opponent and stand him up. Irish Whip your opponent into the table and he'll roll on top. Climb on top of the table, stand your opponent up and perform a body slam to conclude the match.

In the next match you're given the choice to help Rob Van Dam (he's ambushed by Heidenreich and Orlando Jordan). You can help him in a tag match (which ends up being a tornado tag match) or just continue your singles matches and leave Rob Van Dam alone.

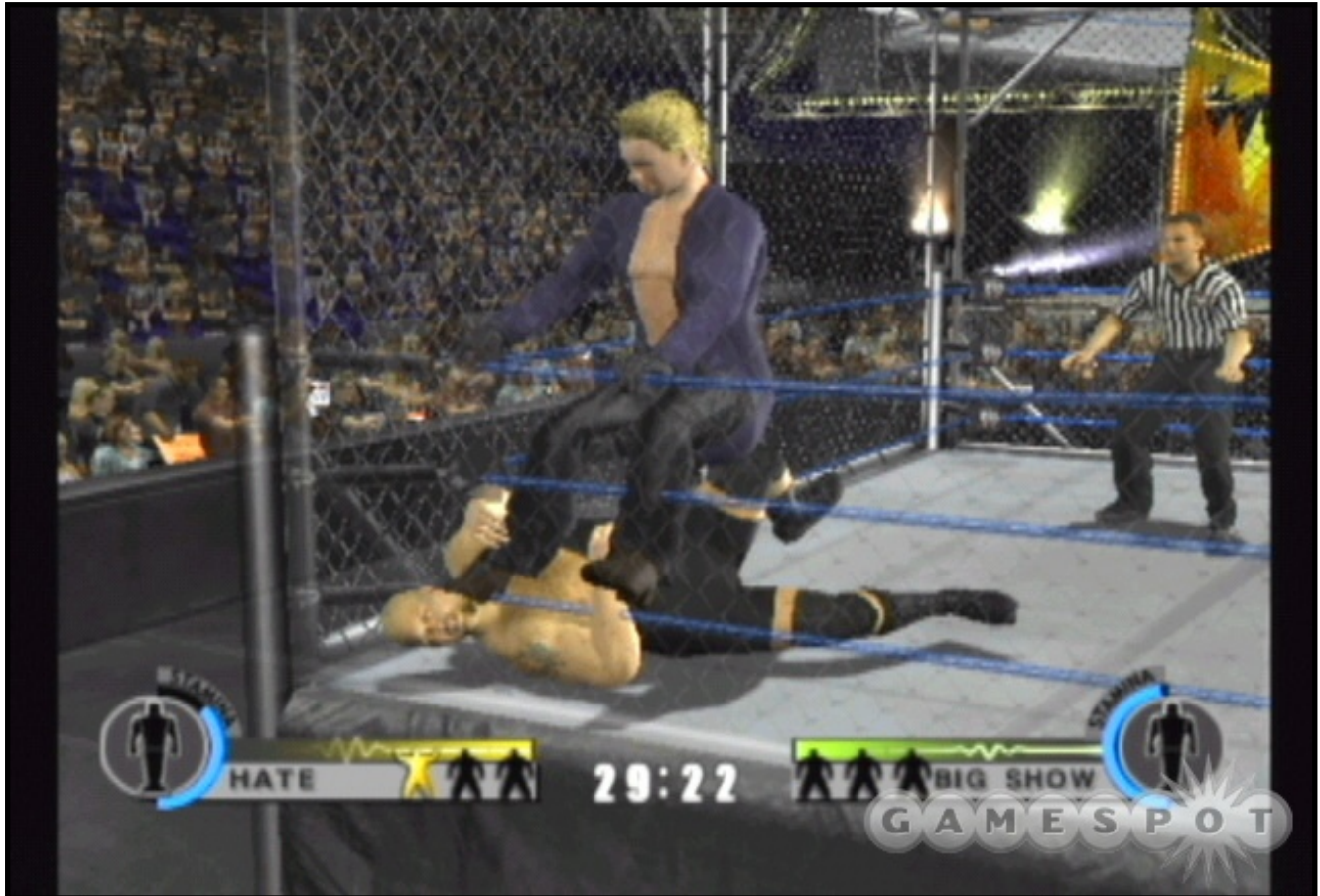
The Largest Athlete

A fatal four way is set up to determine the number one contender for the U.S. title to face Big Show at Armageddon. It's you versus Heidenreich versus Rob Van Dam versus Orlando Jordan. This is similar to a triple threat only it's four instead of three (which would seem quite obvious from the name).

Like the triple threat, you must gain the victory to win the match. You can't allow Heidenreich to pin Rob Van Dam or some other scenario or you lose the contest. It's not a bad idea to work on a single wrestler to weaken them and leave them vulnerable to your finisher. However, if you do

so watch carefully if that weakened wrestler starts tangling with another opponent. You don't want to do all the hard work only to have an opponent get an easy pin. Look to pin an opponent while the others are either engaged in a long battle, are outside the ring, or are incapacitated as well from your finishing moves.

Locked In



Mix up your maneuvers and avoid getting into a brawl with the strong and durable Big Show.

It's time for the Armageddon pay-per-view event! It's the United States Championship against Big Show...and it's in a steel cage. If you've followed some of the tips in this walkthrough then you've increased your speed attribute to help escape cages faster (if not then you certainly had a frustrating time with that four way cage match!). This is a singles match, though, so it's a lot easier to get out of the cage after pummeling Big Show and leaving him on the mat. Getting out of the cage is the easy part; pummeling Big Show is the hard part.

He's powerful and can inflict heavy damage in a short amount of time. Drop him on the mat with a series of strikes. Don't go for lift moves; he's too heavy and you likely won't be able to pull off the move for a long time. Get the Big Show on the mat and use submission holds to weaken him and replenish your stamina. Stand him up and perform a series of moves to build your spirit and lower the Big Show's. Taunt to help raise your specials so you can perform a finisher as early as possible to gain an early advantage. Strike the Big Show into the corner or the ropes so you can continue to pound on him.

Avoid getting grappled by the Big Show or suffer big damage. Counter grapples with the "L" button. Maintain high stamina to help you escape the cage when the time comes. Use finishers to increase your spirit and lower the Big Show's. While the Big Show remains on the mat, go for the escape. Press the "A" button wildly at the top of the cage and rotate the control stick. Completing this match unlocks the Armageddon arena. After this match, if you haven't raised your submission attribute and skills much, consider spending experience points there for an upcoming match.

Do you forgive me?

After winning the U.S. Title from the Big Show, you go to RAW to look for Stacy and learn more about the scheme involving the missing belt. Theodore Long is furious you went to RAW and demotes you to wrestle on Velocity. You then compete in a series of singles matches to earn the #27 spot in the Royal Rumble. You battle Chavo Guerrero then Heidenreich then finally JBL. You can choose to fight JBL in a hardcore match or a standard singles match.

There's a game exploit during this sequence that you can use to build your character's stats to its highest level. Battle Chavo Guerrero in the first match, win, and during Heidenreich's entrance return to the locker room. You retain the experience points and battle Chavo again in the first match of the rumble entry slot tournament. Repeat over and over as much as you desire.

It's then time for the Royal Rumble. You tell Stacy your plan: win the rumble, get a shot at the WWE Championship, win it, then offer a championship match to a RAW superstar so Stacy can be traded to Smackdown! Whew!

You enter the Royal Rumble in the #27 slot. Edge, Eddie Guerrero, and Shelton Benjamin are already in the ring. There's certainly a random "luck" element to completing this mission. Sometimes it could be extremely easy then the next attempt could be very difficult. The object of the Royal Rumble is to be the last man standing in the ring. To eliminate a superstar, you must throw them over the rope and knock them out of the ring. After a certain amount of time, another superstar will enter the ring where it's every man for himself (though double teams are certainly a viable strategy).

The easiest way to throw someone out of the ring is to Irish Whip them close to the ropes. You'll toss the superstar over the rope then use the strike button to repeatedly strike the superstar until he falls out of the ring. If you see a computer-controlled superstar striking at another hanging on the ropes, help him out! Once that one superstar is out, Irish Whip the one you were just helping!

The final three entrants into the Royal Rumble are much stronger opponents. Number 28 is Chris Benoit, number 29 is Kurt Angle, and number 30 is Batista. Work quickly to get Edge, Eddie, or Shelton out of the ring as soon as possible--or more than one if possible. Don't hesitate to stand around and watch other superstars fight and toss each other out of the ring. Be careful standing near the ropes unless you're in control; it's rather easy for a superstar to Irish Whip you over the ropes. If a couple superstars start striking you on the ropes you will

have a nearly impossible time getting back in the ring. Completing the Royal Rumble unlocks that arena.

A Break with Tradition



Modify your move set to include more submission holds to battle Kurt Angle in his forte', the submission match.

Before you get your WWE Championship title match against John Cena you must battle Kurt Angle...in a submission match. Submission holds are Kurt Angle's specialty, which makes this battle very difficult. It's arguably one of the toughest matches in the game and you must win it to continue in the story mode. If you've increased your submission attribute and mat technique skills significantly throughout story mode, you'll have an easier time. If you haven't, this match can be challenging!

Modify your wrestlers move set to include additional submission holds (adding to front and rear grapple modes as well as when your opponent is down on the mat). You should also consider adding a submission hold as one of your special maneuvers.

Kurt Angle is extremely adept at countering so even if you mix up your arsenal, it's difficult to keep one step ahead of him. Keep him on the mat and repeat submission holds on the same area. Perform other grapples that weaken a particular body part. If you spread damage around, it will take longer to force Kurt Angle to submit. Meanwhile he's likely weakened one of your specific body parts and you're much more vulnerable to the submission.

Add a finisher to your superstar's move set that weakens a specific body part but isn't a submission hold. For instance, the Stone Cold Stunner damages the head. Complement that finisher with submission holds that work the same area of the body (include a submission finisher as well). As a last resort you could also modify Kurt Angle's move set...a last resort!

The Champ is Here! and Last Brand Standing

Before John Cena will give you a title shot at the No Way Out pay-per-view, you must defeat him in a hardcore match. John Cena is a skilled wrestler and certainly adept at countering your maneuvers. You've completed a few hardcore matches by this point and the strategies remain the same. Use weapons to inflict damage but don't over do it without resting. Swinging weapons uses a lot of stamina and you could easily get winded. John Cena will be relentless and you'll be unable to regain stamina while being punished by a series of strikes and grapples.

The WWE Championship match at No Way Out is also familiar: it's a steel cage match where you win by escape only. You should be very familiar with this match and this one is no different, except John Cena is a very tough opponent. Counter his strikes and grapples as much as possible because you can be assured he will counter many of your moves. Taunt to raise your special meter, work on a specific body part, and try to escape from the cage after downing Cena with a series of finishers. Win the match and the No Way Out arena is unlocked.

The Deadman Cometh...

Teddy Long tries to stop your plan. It's obviously not in his best interest to have a RAW superstar compete for Smackdown's highest title. So to "discourage" your plan of action, he lowers a cell around the ring and orders the Undertaker to the ring. It's a Hell in a Cell match against one of the strongest wrestlers in the game.

Win this match by standard pin fall or submission. This isn't like a cage match where you must escape to win. In fact, the cage doesn't necessarily have to come into play. You can conduct this match like a standard singles match. Mix up your strikes, grapples, and submissions against the Undertaker. Weaken specific body parts and complement that damage with finishing moves.

Redemption



Defeat Triple H in a last man standing match by scoring a knockout.

The final mission in story mode is two parts. First you can totally thrash Edge in a singles match. He begins the match with head damage (you nailed him with that stolen belt before the match). It's easy to dominate this match and get a quick pin fall. By now your stats should completely dominate Edge.

The World Heavyweight Championship follows in a "Last Brand Standing" match, otherwise known as a Last Man Standing match. It's you versus Triple H. In this last man standing match, you must win by scoring a knock out. After a damaging move, you or Triple H will stagger and the ref begins a 10 count. Press the "A" button wildly to regain your senses and avoid the knockout. Ignore pin falls and go straight for knockout maneuvers. Use submission holds that inflict head damage and use finishers that complement those holds.

There's no disqualification so weapons are legal. Like a hardcore match, be careful using too many weapon swings because it drains your stamina significantly. Once you have a finisher lined up, use a submission hold to add damage to the head then activate special mode and unleash the finisher. Often you will only be able to get off a single finisher because Triple H will stagger and receive the count before you can get off another. Because of this save up multiple special moves so you can perform another as soon as Triple H recovers from the count.

Defeating Triple H completes story mode. You unlock the Wrestlemania arena, the legend Hulk Hogan, and increase the basic value of experience points used in create a superstar to 1,700.

Chapter 4: WWE Shop

The following tables compile the offerings in the WWE shop and their prices. Earn cash by completing Day of Reckoning 2's story mode.

Arenas

ITEM	PRICE
Judgment Day	\$500
Bad Blood	\$500
Great American Bash	\$500
Taboo Tuesday	\$500

Weapons

ITEM	PRICE
Sledge Hammer	\$100
Fire Extinguisher	\$300
Steel Pipe	\$100
Trash Can	\$200
Brass Knuckles	\$150
Crutch	\$100

Snapshot Expression

ITEM	PRICE
Normal 02	\$25
Normal 03	\$25
Normal 04	\$25
Smile 02	\$25
Smile 03	\$25
Smile 04	\$25
Anger 02	\$25
Anger 03	\$25
Anger 04	\$25
Pain 01	\$25
Pain 02	\$25
Pain 03	\$25
Pain 04	\$25

People's Champ \$25

Taunts

ITEM	PRICE
Just Bring It!	\$125
Ready for Rock Bottom	\$125
Scream	\$125
Ready for Gore!	\$125
Me, Baby! Me!	\$125
Gunz	\$125
What Now?	\$125
Psycho	\$125
Footwork 02	\$125
Texas is No. 1	\$125
3D!	\$125
Table!	\$125
Push Up & Kiss	\$125
Rock Out	\$125
1-2-3 Suck It!	\$125
Ready for the Worm!	\$125
You Stink	\$75
Superfly	\$75
Breakdance	\$75
Flame Blade	\$75
Feet Stomp 02	\$75
Magician of Arabia	\$75
Wild Dance	\$75
High Foot Stomp	\$75
Jumping	\$75
Being Pulled	\$75
Booty Shaking	\$75
Beast Dancing	\$75
Hand Shakes	\$75

Moves Template

ITEM	PRICE
Batista	\$300
Big Show	\$300
Booker T	\$300
Carlito	\$300
Chavo Guerrero	\$300
Chris Benoit	\$300
Chris Jericho	\$300
Chris Masters	\$300
Christian	\$300
Eddie Guerrero	\$300
Edge	\$300
Eugene	\$300
Heidenreich	\$300
JBL	\$300
John Cena	\$300
Kane	\$300
Kenzo Suzuki	\$300
Kurt Angle	\$300
Muhammad Hassan	\$300
Orlando Jordan	\$300
Paul London	\$300
Randy Orton	\$300
Rene Dupree	\$300
Rey Mysterio	\$300
Ric Flair	\$300
Rob Van Dam	\$300
Shawn Michaels	\$300
Shelton Benjamin	\$300
Snitsky	\$300
Tajiri	\$300
The Hurricane	\$300
Triple H	\$300
Undertaker	\$300
William Regal	\$300
Christy Hemme	\$150
Stacy Keibler	\$150

Torrie Wilson	\$150
Trish Stratus	\$150

Appearance

ITEM	CATEGORY	PRICE
Male Type 07	Base Model	\$100
Male Type 08	Base Model	\$100
Female Type 07	Base Model	\$100
Female Type 08	Base Model	\$100
Shaven Head 04	Hair Style	\$50
Wavy Short 01	Hair Style	\$75
Regent 02	Hair Style	\$75
Mullet	Hair Style	\$100
Shaggy	Hair Style	\$100
Wavy Long 04	Hair Style	\$100
Straight Long 05	Hair Style	\$100
Funny	Hair Style	\$125
Long Dread	Hair Style	\$125
Afro 02	Hair Style	\$150
Shaven Head 05	Hair Style	\$150
Sumo	Hair Style	\$100
Side Wings 02	Hair Style	\$50
Kung Fu	Hair Style	\$75
Mohawk	Hair Style	\$75
Bristled Up	Hair Style	\$50
Super	Hair Style	\$200
Large Red 01	Iris	\$25
Large Red 02	Iris	\$25
Large Purple 01	Iris	\$25
Large Purple 02	Iris	\$25
Large Yellow 01	Iris	\$25
Large Yellow 02	Iris	\$25
Large Orange 01	Iris	\$25
Large Orange 02	Iris	\$25
Large Silver 01	Iris	\$25
Large Silver 02	Iris	\$25

Small Green 01	Iris	\$25
Small Green 02	Iris	\$25
Special Red	Iris	\$50
Special Purple	Iris	\$50
Special Yellow	Iris	\$50
Special Orange	Iris	\$50
Special Silver	Iris	\$50
Special Gold	Iris	\$50
Special White	Iris	\$50
Special Lizard 01	Iris	\$50
Special Lizard 02	Iris	\$50
Special ESP	Iris	\$50
Special ESP2	Iris	\$50
Chain Coif	Mask	\$175
Ninja Hood	Mask	\$200
Turban	Mask	\$150
Armor	Mask	\$150
Android	Mask	\$200
Both Arms 02	Body Tattoo	\$50
Combination Body 02	Body Tattoo	\$50
Tribal Body 01	Body Tattoo	\$50
Sutra Arm	Body Tattoo	\$50
Left Arm	Body Tattoo	\$50
Maid	Upper Wear	\$100
Football 01	Upper Wear	\$100
Baseball 01	Upper Wear	\$100
Tanktop 04	Upper Wear	\$125
Decoration	Upper Wear	\$125
Carnival	Upper Wear	\$125
Bondage	Upper Wear	\$150
Leather Vest 01	Upper Wear	\$100
Military Jacket	Upper Wear	\$100
Sailor Suit	Upper Wear	\$125
Santa Claus	Upper Wear	\$125
Football 02	Upper Wear	\$175
Armor	Upper Wear	\$150
Android	Upper Wear	\$150

Basketball	Bottom Wear	\$125
Jeans Loose 02	Bottom Wear	\$100
Jeans Broken	Bottom Wear	\$100
Jeans 60's	Bottom Wear	\$100
Apron Skirt	Bottom Wear	\$100
Skirt 01	Bottom Wear	\$75
Bondage 02	Bottom Wear	\$50
Bondage 03	Bottom Wear	\$50
Baseball	Bottom Wear	\$75
Football Pants	Bottom Wear	\$75
Carpenter	Bottom Wear	\$100
Ninja Wear	Bottom Wear	\$125
Sumo Tights	Bottom Wear	\$125
Armor	Bottom Wear	\$150
Android	Bottom Wear	\$150
Western Short 02	Footwear	\$50
Western Long 02	Footwear	\$50
Baseball Shoes	Footwear	\$25
Magician	Footwear	\$75
Loose Socks	Footwear	\$50
Leg Warmer	Footwear	\$75
Fin	Footwear	\$50
Plaster Cast	Footwear	\$25
Armor	Footwear	\$50
Android	Footwear	\$50
Open Finger Gloves	Hand	\$100
Boxing Gloves	Hand	\$100
Brass Knuckles	Hand	\$50
Baseball Gloves	Hand	\$100
Mr. Socko	Hand	\$75
Armor	Hand	\$50
Android	Hand	\$50

Gear

ITEM	PRICE
Crusher Hat	\$25

Baseball Cap	\$25
Sun Visor Clear	\$25
Helmet Football	\$25
Helmet Baseball	\$25
Head Dress	\$25
Head Gear	\$25
Wig Front Curl	\$25
Wig Ponytail Curl	\$25
Mustache	\$25
Long Beard	\$25
Mask Ice Hockey	\$25
Mask Horror	\$25
Eye Mask	\$25
Sunglasses Heart	\$25
Sunglasses Rock	\$25
Goggles Pilot	\$25
Pendant	\$25
Corsage Rose	\$25
Horn Cow	\$25
Horn Bison	\$25
Bandanna	\$25
Mantle	\$25
Shield Knight	\$25
Ear Rabbit	\$25
Ear Bat	\$25
Ear Robot	\$25
Ear Thorn	\$25
Wings Angel	\$25
Wings Bat	\$25
Buoy	\$25
Backpack	\$25

Entrance Template

ITEM	PRICE
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Template 22	\$75
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Template 23	\$75
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Template 24 \$75
Template 25 \$75
Template 26 \$75
Template 27 \$75
Template 28 \$75
Template 29 \$75
Template 30 \$75
Template 31 \$75

Chapter 5: Secrets

Day of Reckoning 2 offers five unlockable legends and several unlockable arenas. This section reveals how to unlock each legend and arena.

Legends

The Rock: Complete the "Sad Goodbyes" sequence in the story mode.

Hulk Hogan: Complete story mode.

Stone Cold Steve Austin: Complete five exhibition matches against the computer.

Mankind: Complete 10 exhibition matches against the computer.

Bret Hart: Complete 20 exhibition matches against the computer.

Arenas

Unlock additional arenas by completing missions during Day of Reckoning 2's story mode. You unlock the arenas by completing the particular pay-per-view match or segment during story mode. The additional arenas are: Armageddon, Backlash, No Mercy, No Way Out, Royal Rumble, Summerslam, Survivor Series, Unforgiven, Vengeance, and Wrestlemania.